

proven, from their practice, as well as from their apparent success. This is an unpleasant truth that I have to deliver,— it is a strong conclusion at which I have arrived, but whatever else I might say would be false. There remains, therefore, nothing for me, but to prove the correctness of my assertions.

Disease is a Disturbance of the Life Principle.

As I said in the beginning, the harmonious co-operation of body and soul produces the "life principle". Our body is in itself a lifeless mass, without feeling. A lifeless mass can not become diseased, as every one can readily see; it can, at the most, change itself (this change is generally looked upon as sickness). The soul is a part from God, is perfect and can not, therefore, become diseased. What, then, is the fundamental cause of disease? Only a disturbance of the "life principle". Only that which dies can suffer. The soul is immortal, the body is a lifeless mass. If the soul separates itself from the body, then only the "life principle" dies, hence, this is the only part that can suffer. Therefore, all diseases can only be disturbances of the functions of life. Facts alone can prove this, hence I give the following examples:

Take, for instance, the very common belief of Uric Acid, which is supposed to be the foundation of so many diseases, such as Rheumatism, Gout, Neuralgia, etc. There is no person altogether free from an excess of Uric Acid. If Uric Acid were the real cause of disease, then every person would necessarily be afflicted with one or the other of the above named diseases. I will go further and attack the theory of Bacteria, and of this class of Tuberculosis, which is supposed to cause consumption, osteomyelitis, blood tuberculosis, etc. It is evident that each individual has more or less of these much dreaded little creatures in himself. Were these really the cause of disease, then everybody must be more or less afflicted by tuberculosis. Moreover, experience has taught, as soon as tuberculosis has set in, these bacteria, through their rapid increase